



City of Scottsdale Adult Sand Volleyball League Rules



**Power/Competitive (2 & 4 person)
Co-ed Leisure (6 person)**

Introduction

Adult Sand Volleyball Leagues held at Indian School Park. Leagues are purely for recreational play to be enjoyed by both adult men and adult women with the objective of providing fun, safe, equitable and quality programs for all. Player cooperation, good sportsmanship and interaction with our league personnel are beneficial in making our programs a success.

Classification of Play

Offered leagues are competitive, 4-person "Power" leagues on Monday and Wednesday evenings and recreational, co-ed "Leisure" 6-person co-ed leagues on Tuesday and Thursday evenings. There are no gender restrictions in our 2 & 4-person leagues; however there is a requirement in the 6-person co-ed leisure league. The rules for each league are outlined below.

The League or Park Coordinator reserves the authority to institute new rules or change old rules without notice to maintain the continuity and equity of the overall program and to promote fair play.

I. Rosters

- A. Roster size is limited to 8 players for 4-Person teams, 12 players for 6-Person co-ed teams, and 4 players for 2-Person teams.
- B. 2-Person teams must have 2 players to start and finish a game. See section IV, subsection D regarding "touches".
- C. 4-Person teams are required to have a minimum of 3 players to start a game, however 4 players are needed to complete the game otherwise it shall be forfeited.
- D. 6-Person Co-Ed teams must have at a minimum of 5 players to start and finish a game. If only 5 players on the court/no subs available, minimum 1 female and 1 male. If 6 players on the court, players not to exceed either 4 women or 4 men.
- E. Roster Changes must be submitted prior to the deadline listed on the league schedule or prior to 50% completion of the league's regular season if the league schedule does not state a deadline. Team captains must e-mail their roster changes to ISPLeagues@scottsdaleaz.gov.
- F. Sand volleyball leagues are for adults only; ages 18 and up.
- G. Games will be forfeited if an illegal/ineligible player is used. Teams/captains are encouraged to notify the league coordinator or site supervisor of such activity.
- H. Like or similar teams are not permitted to play on the same evening of play. Players may play in multiple flights/divisions on the same evening of play however the rosters must have a greater than 50% difference in players. For example, if players are on two teams in different flights on the same evening of play and the two teams have three players of the six playing on both teams, it is illegal (only 50%). It must be greater than 50% difference or two or less players alike.
- I. Players that play in more than one flight/division on the same night may ultimately be scheduled for a tournament/post-season game where both teams are scheduled against each other. League or tournament schedules will not be modified to accommodate players that play on multiple teams in one league night. See Section VIII.
- J. New teams may be placed in a lower flight for a minimum of one season. The league coordinator will have discretion regarding initial league placement.

II. Start of the Game

- A. The flip of a coin by the site supervisor will determine the first team serving if the two participating teams do not decide.
- B. See Section I, subsections B-D for rules pertaining to players starting and ending a game.

III. Scoring

- A. Games are played to 25 points, Rally-scoring system; a point is scored on every serve. The team scoring the point serves next.
- B. If a match is tied at 24 points, the first team to lead by two points following is the winner.
- C. Scoring will be kept by both teams during their match and then reported to the site supervisor for recording by each team's captain.
- D. In the case of a tie for first or second place in the league standings, the standings will be determined by the head-to-head play against each team involved. If teams are still tied, then the total points scored in the head-to-head games will be the determining factor.

IV. Serves/Rotations/Touches/Volleys

- A. There are no restrictions to serves in the 2 or 4-Person leagues.
- B. Player rotation for the service shall be in a clockwise direction. Players must remain in position with no switching until after the serve. Players may not rotate into the game at the serving position.
- C. In the 6-Person Co-Ed leagues only, serves must be underhand.
- D. In the 6-Person Co-Ed leagues only, on every possession, a female must always touch the ball before the ball is returned over the net.
- E. In the 6-Person Co-Ed leagues only, spiking is not permitted. A spike is defined as a forceful hit in a downward motion or when striking immediately causes a downward trajectory. Striking the ball overhand does not constitute a spike.
- F. In the 6-Person Co-Ed leagues only, neither the men nor the women may block (the ball).
- G. Any serve that touches the net is in play (lets are considered good and play will resume).

V. Supervision

- A. A site supervisor will be on site during all league matches.
- B. Any illegal hits, in accordance with USA Volleyball rules may be called by the players on the court. The site supervisor will make rule interpretations, but not call game violations.
- C. The league does not provide referees. Disputes must be resolved in an orderly and sportsmanlike manner.
- D. Misconduct or inappropriate actions will result in a team's forfeit, disqualification, or league removal subject to the discretion of the site supervisor or league coordinator.

VI. Injury

- A. Any injury must be reported immediately to the site supervisor.
- B. Players play at their own risk.
- C. Medical insurance is the responsibility of the player.

VII. Forfeit Rules

- A. Maximum 10 minute grace period for the flight's first game of the night only. All subsequent games must begin in a timely manner or within 5 minutes of the end of the previous game.
- B. Use of an illegal player or less than the required number of players will result in a forfeit.
- C. A forfeited night/week of play (per team) will result in a \$15 forfeit fee per the Community Services Division Fees & Charges Policies. Team captains are responsible for settling this fee. Should this fee not be settled prior to the post season tournament, that team will be deemed in-eligible for tournament play. Should this fee not be settled prior to the end of the post season, this fee may be applied to the team captains ActiveNet account, and must be settled prior to registering for further programming with the City of Scottsdale.
- D. Any team that forfeits 3 or more nights may be considered in-eligible for Tournament Play, or removed from the league at the discretion of the league coordinator.

VIII. Post-Season Tournament Format

- A. The post-season tournaments will be played in either a single or double elimination format. Each game will use the scoring for one game as outlined in Sec. III.
- B. In single elimination format, teams will play until a loss is incurred, then they will be dropped out.
- C. In a double elimination format, teams that lose a game in the main bracket will be moved down to a second-round bracket. At this point if the team loses again, they are out of the tournament. Should the team win every game thereafter consecutively, they have the opportunity of playing in the championship versus the winner of the main bracket.
- D. During post-season tournament play, use of an illegal player results in a forfeit. Prior to each game, the team manager may challenge the legality of the opposing teams' player(s). The challenged player(s) must present proper ID to the site supervisor within 10 minutes. The site supervisor will compare the name to the official team roster. If proper ID has not been presented, the challenged player(s) will be declared illegal.
- E. The league coordinator reserves discretion regarding the movement of teams to a different flight/division for post-season tournaments.
- F. Post Season In-Eligibility due to Forfeits; see Sec. VII, subsection D.

IX. Consumption

- A. Beer is permitted only with a valid beer permit. Beer Permits may be purchased at the park Tennis Center office, or through the City of Scottsdale Facility Booking office (480-312-7707). Purchase is not permitted with the site supervisor. Cost is \$15 per team; permits are per player or one team only.
- B. Teams/players consuming without a permit may be asked to purchase a permit or vacate the premises.
- C. Beer only, in cans or kegs only; no glass containers permitted. No other spirituous liquids are permitted.
- D. No glass permitted. Aluminum cans or kegs only.
- E. Scottsdale Police will cite park users or league players not in compliance with City Ord. No. 3275, § 4, 8-20-01; Ord. No. 4016, § 3, 5-15-12.

X. Inclement Weather

In the event of inclement weather you may call (480) 312-2740 one-hour prior to your scheduled game time for game status. All games are considered "on" unless informed otherwise by staff.

- A. A game cancelled due to inclement weather may be made up if the number of weeks between seasons permits.
- B. In the event a game cancelled is not made up, a pro-rated refund will not be given.
- C. In the event a game cancelled is not made up, post season tournament placement will be determined by every team's win-loss percentage for that night.

XI. City of Scottsdale Participant Conduct Policy

- A. Any physical assault upon an official, staff member, player and/or spectator will result in automatic suspension, which may be extended for up to a lifetime as deemed proper by the Sports Coordinator and Sports Staff. This also includes any inappropriate behavior, verbal or physical abuse, towards officials, staff, players and/or spectators, on or off the field, prior to, during, or after a game.
- B. Obscene and/or abusive language, threats, and other unsportsmanlike acts are grounds for player and/or coach ejection and/or suspension and/or game forfeiture. Future game suspensions will be determined by the Sports Coordinator after reviewing the circumstances of the player(s) ejection.
- C. Once ejected from a game a player must not only leave the playing field, but the park area as well. Actions of the player(s) once ejected are still the responsibility of his/her team. Teams are also responsible for the conduct of their spectators.
- D. Any player/person ejected from their game will also be suspended for at least the following weeks scheduled games. If the next weeks scheduled games are postponed for any reason, the suspension will be for the next scheduled games. The Adult Sports Staff will determine the severity of the suspension, which could be up to a lifetime depending upon the severity of the situation. The suspended player/person will not be allowed at the ball-field, park or facility while serving their suspension.
- E. Consumption or possession of alcoholic beverages is permitted only at the park Ramada and areas surrounding the court during league and tournament games. Teams must have a valid Beer Permit. Violation of this rule may result in players' ejection, suspension, and/or game forfeiture.
- F. Players noticeably under the influence of drugs or alcohol will be ejected from the game and facility. Failure to abide by this rule may result in game forfeiture and player(s) suspension.

XII. City of Scottsdale Participant Behavior Policy

The Parks and Recreation Division will not tolerate any form of discrimination, abuse, and/or unacceptable behavior. Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior

XIII. Falsification of Information

The Adult Sports staff will be making spot checks on each program roster using the following guidelines:

1. Rosters of all teams accepted will be checked.
2. Random selections from various rosters will be verified.
3. Teams that submit falsified information will be dropped.